Steven Hodgkinson of (Oh dear! Ive lost your address Steve, please let me have it, so I can send your prize) has sent us a map of *Spike in Transylvania* and, to complement his artistic effort, has sunk his teeth into the game and staked out a batch of tips for you to be undead by.

1) The door knob is used to open the door to the start screen.

2) The ploughmans lunch must be given to farmer Piles. He will give you a pair of wellies, which are needed to cross the muddy patch in the middle dungeon.

3) Give personal stereo to the guard by the exit as a bribe.

4) Give the juice of toad, spell book, and bat to Arbold the Wizard; they will then turn into a tie.

5) Wear the tie to get past the Innkeeper.

6) Wear the gloves to ring the bell in the belfry.

7) Get the bone from the middle dungeon and drop it in front of the dog in the rebels' hideout.

8) Get the crucifix from the church and drop it in the ghastly ghost room. One of the ghosts will drop the spellbook.

9) Flick the switch in the central corridor to stop the spikes in the lower corridor from puncturing you.

10) Flick the switch in the upper dungeon to get past the broken pathway.

11) Get the bottle of wine from the inn and give it to the guard in the deepest dungeon.

12) Push the cannon towards the rock in the abandoned shack. When it stops moving, drop the torch (that is found in the upper dungeon), and the cannon ball (found in the cellar). The cannon will now blow up the rock and allow you to the rebels' underground hideaway.

